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Part # 24595JCB1

PRO BASS FISHING

LEGENDARY 2003 FISHING™

EVERYONE
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TABLE OF CONTENTS

First Things First 3
The ReadMe File 3
System Requirements 3
Setup and Installation 4
Saving and Loading 4
Welcome to *Pro Bass Fishing 2003*™ 5
Main Menu 5
Controls 10
System Menu 11
Fishing Screen 11
Tacklebox 15
Catching a Fish 17
Creating Custom Anglers and Tackle 17
Multiplayer 19
Pro Bass Fishing 2003 on GameSpy Arcade 21
Infogrames Web Sites 23
Technical Support 23
License Agreement 26
Credits 30

FIRST THINGS FIRST

The ReadMe File

The *Pro Bass Fishing 2003*™ CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To view this file, double-click on it in the *Pro Bass Fishing 2003* directory found on your hard drive (usually C:\Program Files\Infogrames*Pro Bass Fishing 2003*). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Infogrames, then on *Pro Bass Fishing 2003*, and then on the ReadMe file.

System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® II 400 MHz or faster
Memory:	64 MB RAM
Hard Disk Space:	400 MB Free
CD-ROM Drive:	8X Speed
Video:	16 MB TNT2-Class or other DirectX compliant video card*
Sound:	Windows®-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher
Multiplayer:	Local area network with IPX or TCP/IP protocol or established Internet connection (56 Kbps modem or faster required)

**Indicates that device should be compatible with DirectX® version 8.1 (included) or higher.*

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP. Exit all other applications.
2. Insert the *Pro Bass Fishing 2003* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. Click on the Install button. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows® desktop. Next, double-click on your CD-ROM icon. If the install screen still does not appear at this point, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD drive letter is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing *Pro Bass Fishing 2003*.
5. Once installation is complete, click on the Start button on your Windows® taskbar, then select Programs, then Infogrames, then *Pro Bass Fishing 2003*, and then click on *Pro Bass Fishing 2003* to play the game.

Note: You must have the *Pro Bass Fishing 2003* CD-ROM in the CD-ROM drive to play.

Installation of DirectX®

The *Pro Bass Fishing 2003* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" when asked if you would like to install it.

SAVING AND LOADING

When you create a new angler, your progress, including tournament scores and biggest fish, is saved automatically every time you go fishing with that angler.

To load a saved angler, select a name from the Sign-In list at the Main Menu.

WELCOME TO PRO BASS FISHING 2003

This is no fish tale!

This is *Pro Bass Fishing 2003*! The ultimate sport-fishing experience for anglers who dream of catching the big ones! Players can create the perfect rig setup and head out to 10 different lakes, compete in tournaments and discover the perfect conditions for landing Largemouth Bass, Northern Pike, Walleye and more! Play alone or with friends using a LAN or over the Internet. *Pro Bass Fishing 2003* is a fun, challenging, and highly accurate bass-fishing simulation with real bass behavior and changing weather and water conditions. It's perfect for fishermen of any skill level who enjoy the great outdoors.

MAIN MENU

The Main Menu contains seven buttons, described on page 5-9.

Sign-In

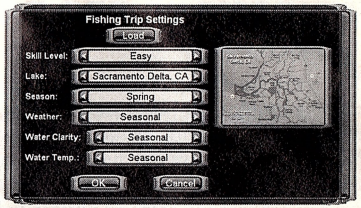
Before you can fish, you need to select an existing angler or create a new one. To create a new angler, click on the Sign-In button until it displays the name New Angler, and then click on the New button. When the New Angler Info window appears, enter a name and other personal details about your angler, and then click on OK to proceed.

To fish using an existing angler, click on the Sign-In button until the name of that angler appears.

To edit details about, or delete an existing angler, select the angler's name by clicking on the Sign-In button until the name appears, and then click on the Edit button. When the Edit Angler Info dialog box appears, click in the Name, City and State fields, then type in new information about your angler and click on OK.

To delete an angler, first select the angler's name, then click on Edit, and then click on the Delete button.

Fishing Trip

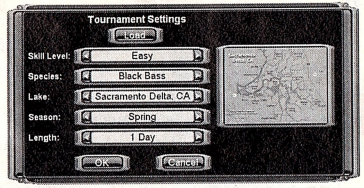


A Fishing Trip is an untimed trip to any lake, to simply fish or to practice Tournament tactics. You choose the location, skill level and weather and water conditions before starting the game. Any time you catch a "personal record" fish while on a Fishing Trip, it will be posted in the Record Book.

Load – This opens a list of your previously saved fishing games.
Skill Level – The skill level determines how challenging it will be to find fish, hook fish and land fish, particularly the big ones.
Lake – Choose which lake you want to fish. All are top bass tournament locations, but feature different types of conditions and species.
Season – The season plays a big factor in how active fish are, what they are doing and where they are doing it. **Note**: Not all lakes can be fished in winter.
Weather – Go with Seasonal, based on your Season setting, or choose sunny, cloudy or rainy weather.
Water Clarity – Go with Seasonal, based on your Season setting, or choose clear, moderate, stained, dingy or muddy water conditions. This affects how easily the fish can see your lure.
Water Temp – Go with Seasonal, based on your Season setting, or choose a water temperature. This affects how active the fish are.

Set the above Fishing Trip parameters and then click on OK to head to the lake. Or, click on Cancel to return to the Main Menu.

Tournament



In solo Tournament play, you compete with the game's computer-controlled (AI) anglers in a simulated pro fishing tournament. You select the skill level, species, lake, season and number of days. The computer determines the opponents and the weather conditions. You must beat the conditions, the clock and the competition to catch the five biggest fish you can each day of the tournament.

Skill Level – The skill level determines how challenging it will be to find fish, hook fish and land fish, particularly the big ones.
Species – The species selection determines the type of fish you're competing to catch: Bass, Walleye, Catfish or Pike. **Note**: Only bass are present in all lakes. Selecting another species may limit your choice of lakes.
Lake – Choose which lake you want to fish. All are top bass tournament locations, but feature different types of conditions and other species.
Season – The season plays a big factor in how active fish are, what they are doing and where they are doing it. **Note**: Not all lakes can be fished in winter.
Length – The tournament's length is the number of "days" it lasts. Each day brings new conditions, and a new chance to pull ahead or fall behind. In real time, each tournament day lasts about 60 minutes.

At weigh-in on the last day, the final standings are determined by your total cumulative catch over ALL days of the tournament. If your catch is one of your best ten ever, it will be recorded in the Record Book.

Career

A Career game is a season of up to five linked bass tournaments in which you try to build your overall career ranking, as well as win lots of money. If your ranking is high enough at the end of the season, you may qualify for the *Pro Bass Fishing 2003* Championship Tournament and try for a national title.

To start a career, choose Career at the Main Menu. **Note**: In Career games, you fish for bass only — no other species.

Load – To load a previously saved career, click on the Load button. You'll see a list of saved careers. Choose the one you want to play and click on OK to continue.

Skill Level – In addition to determining fishing difficulty, the Career skill level you choose determines its length. Easy is 3 tournaments, Medium is 4 tournaments and Hard is 5 tournaments.

Once your career starts, you'll see your tournament schedule, and then begin your first day of competition. You can track your progress in the Information window, and in the Career Standings that appear between tournaments. Good luck!

Multiplayer

If you have a home network or LAN, or an active Internet connection, you can play *Pro Bass Fishing 2003* with other people in online multiplayer games. Choose between relaxed, open-ended Fishing Trips or competitive timed Tournaments against wily human opponents. (See "Multiplayer" on page 19.)

Pro Bass Fishing 2003 also supports online play using GameSpy Arcade. (See "*Pro Bass Fishing 2003* on GameSpy Arcade" on page 21.)

Options

Sound – Decreases/increases sound volume for all game sound effects.

Audio Help – If set to ON, you will receive helpful verbal prompts while in game.

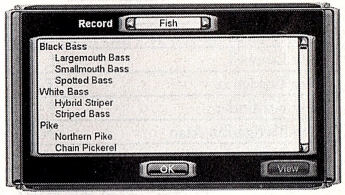
Music – Decreases/increases sound volume for all game music.

Graphics – Decreases/increases graphics settings for level and view distance. On slower systems, you may need to lower the graphics setting to improve the game speed.

Joystick – If you have a Windows®-compatible joystick or other game controller configured for your PC, this option lets you turn it ON or OFF for use with *Pro Bass Fishing 2003*. **Note**: Even with the joystick setting ON, you can still use your mouse.

Lure View – Lets you choose between a steady Tracking view of your lure underwater, or a Dynamic, changing multi-angle view.

Record Book



The Record Book displays your record fish, tournament scores and career scores all in one place. You can open the Record Book for the current angler from the Main Menu.

Select the type of Record to view by clicking on the selector arrows, or using your keyboard's left/right arrow keys.

Help – You can open Help from the Main Menu or the Fishing Screen's System Menu. Here you can view information contained in this manual.

Exit – Click here to exit *Pro Bass Fishing 2003* and return to your Windows® desktop.

CONTROLS

Action	Control
Boat Forward	Up Arrow Key/W
Boat Reverse	Down Arrow/S
Turn Boat Left	Left Arrow/A
Turn Boat Right	Right Arrow/D
Swap Trolling/Outboard Motor	M
Stop Boat	X
Pick up Casting Target	Right Mouse Button
Place Casting Target	Right Mouse Button
Cast	Left Mouse Button
Reel in Line/Fish	Left Mouse Button (Hold)
Cancel Cast	Right Mouse Button
Cut Line	C
Increase/Decrease Drag	+/–
Reel Speed	1-9
Rod Position	Mouse up/down, right/left
Help	H or F1
View Livewell	L
View Tacklebox	T
View Fishfinder	F
View Navigation Map	N
Change View	V
System Menu	Esc
Open Multiplayer Chat Window	Spacebar
Send Multiplayer Chat	Enter

SYSTEM MENU

Press the **Esc** key or click on the System button while fishing to pause the game and bring up the System Menu, from which you can select from the following:

Options – This contains the same options found in the Options Menu that you can access from the Main Menu (see page 9).

Load Game – Click here to display a list of previously saved games. If you are on a Fishing Trip, then only saved Fishing Trip games will be displayed, and so on.

Save Game – Click here to save your current progress on a Fishing Trip, Tournament or Career. Type in a name and click on OK to continue.

Help – This displays the same Help file that you can access from the Main Menu.

End Game – Click here to quit your current game and return to the Main Menu.

Weigh-In (Tournament Only) – Click here to weigh-in and end your current fishing day during a Tournament game.

Cancel – Click here to close the System Menu. You can also press the **Esc** key to close the System Menu.

FISHING SCREEN

Cast Target

The Cast Target shows where your next cast will go. To move the target, first right-click on the water to pick up the target.

Right-click again where you want the target to go. Once the target is in place, left-click to make the cast. Your angler will use the appropriate cast type (pitch, sidearm or overhand) for the selected distance.

As your lure hits the water, your reel is in free-spool. Click or hold down the left mouse button to reel in the lure. The speed with which the line comes in is determined by your Reel Speed setting. To cancel a cast and bring the lure in, right-click.

Depthsounder

The depthsounder is a sonar that shows the current water depth and temperature, as well as fish and fish-holding structures beneath your boat. Click on the Depthsounder button or press the **D** key to open the full sonar display.

The depthsounder shows the lake bottom below your boat in cross section. It also shows the lake depth and water temperature. The red "pipper" alarm will sound when a fish is detected. Even if fish aren't visible, the display may show you "solid" structures, such as rocks and stumps, or "fuzzy" signals, such as weeds and brush piles that may hold fish.

You can keep the depthsounder open as you move the boat to scout likely hot spots. To close it, click on the small **X** close box, click again on the Depthsounder button, or press the **D** key.

Lure

The Lure button shows the lure you have tied onto your current combo. Click on it or press the **T** key to open the tacklebox and change your tackle combo, rod or lure. (See "Tacklebox" on page 15.)

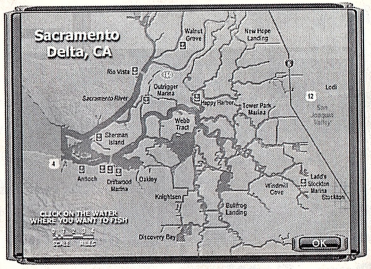
Clock/Info

The clock shows the time of day on fishing trips, and the game time remaining in Tournament games. Weather, temperature and water conditions have a considerable effect on the fishing, and can change throughout the day. The Info panel helps you monitor the conditions. Click on it or press the **I** key to open the Info window and see the current game conditions and status.

In Tournament games, you can use the Info screen to check on your current Tournament ranking, and weigh-in early.

In a Career game, Info also shows your overall Career Status.

Heading/Navigation Map

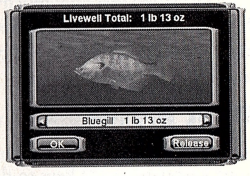


The compass shows your boat's current heading. Click on it or press the **N** key, to open the Map window for long-distance navigation.

The map shows your boat position on the lake, and lets you move long distances with just a mouse click. Your boat location is marked by the blinking dot. To move the boat, click anywhere on the lake's surface to move the marker to the new location. Click on OK to confirm the move and close the map. You can also double-click the new location to move and close the map immediately.

Livewell

The livewell indicates how many fish you have caught and kept, if any, and their total weight. Once you have one or more fish in the livewell, you can open it by clicking the Livewell button or by pressing the **L** key.



You can keep up to five fish in the livewell. When you already have five fish, and catch another one, the livewell will help you cull your catch by releasing the smallest fish automatically. Use the left and right arrows keys or click on the arrow buttons to look at the fish in the well. If you want to release the current fish, click on Release. To return to the Fishing Screen, click on OK.

Line Meter

When your lure's in the water, the line meter appears to show how much line you have out, and how much is available. It also shows your rod position, and your line tension with a range of colors. Dark blue means slack line; the fish can shake loose easily. Green means the fish can shake loose with a good lunge or jump. Yellow means the fish may not shake loose, but may break the line. Red means you're close to breaking the line.

Reel the fish all the way into the boat to land it. Control line tension with rod position, drag and reel speed. Move the mouse towards the fish to reduce tension, pull it back or away to increase it.

Drag Setting

The drag is a reel brake that slows line as it's pulled out by a fish to help tire big fish more quickly. However, a high drag setting increases line tension, and may increase the risk of a line break. Adjust the drag with the – or + keys, or by left- or right-clicking the Drag Setting button. The lowest setting is 1; the highest setting is 5.

Reel Speed

The reel speed sets how much line comes in with each mouse click. The lowest setting is 1; the highest setting is 9. Adjust the reel speed by pressing the number keys **1 through 9**, or left- or right-clicking the Reel Speed button. You can also set the reel speed by pressing the **Shift** key and using the mouse wheel.

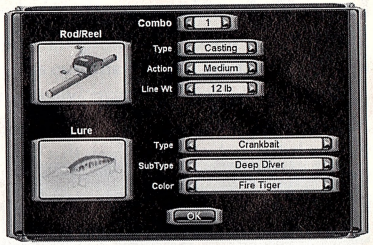
Boat Motor

The Motor switch and arrows help you move the boat. Click on the directional arrows or use your keyboard arrow keys to drive the boat. To stop the boat, press the **X** key. To change from trolling motor to outboard, or back again, click on the Motor button, or press the **M** key.

System

The System Menu lets you end the current game, save it, load a new one, set options or see the Help file. Click on the System button or press the **Esc** key to bring up the System Menu.

TACKLEBOX



The tacklebox lets you quickly select a new tackle combo, or change the current combo's lure, rod or line setup. Open the tacklebox by clicking on the Lure button or pressing the **T** key.

Tackle Combo

You have five separate tackle combos, each consisting of a separate rod, line, and lure combination. This lets you set up distinct combos for different tactics. For example, a heavy casting rod with heavy line and a jig is good for reaching big bass in rocks or weeds or near stumps. A light spinning rod with light line and a finesse worm is good for spooky bass in clear open water. A medium casting rod is good for all-around crankbait and spinnerbait hurling.

You can switch between combos as you would between pre-rigged rods on your boat. Or you can take a particular combo and change out its rod, line or lure to suit your current needs.

Click on the selector arrows or use the left and right arrow keys to choose which of your five tackle combos to display. Once the combo you want is displayed, click on OK to close the Tacklebox and fish with it, or make changes to the combo first.

Rod/Reel

Use this setting to change the current combo's rod type, action or line weight.

Line comes in a range of test weights: The heavier the line, the stronger it is. Light lines let you cast farther, give your lure its best action and are harder for the fish to see, increasing your chances of hooking the fish. Heavy lines are stronger and less stretchy, which give you a better chance of landing the fish once you hook it.

Lure Selection

Most bass lures work by resembling the creatures bass eat. Others work by aggravating the bass into attacking them. Don't be afraid to experiment — the fish will tell you what works.

Lure Color – The most basic rule of thumb is to use natural "food" colors in clear water, and attention-getting bright or dark colors in stained or muddy water. In clear water, fish can see the lure better and will prefer lures that look like food — silver and bronze for minnow-type lures, browns and reds for crawdads, greens for frog baits, and so on. In dark or dirty water, the problem is getting the fish to see the lure, and that's where very bright or dark colors work best.

Lure Action – Some lures have a natural action. All you have to do is reel them in steadily, and they do all the wiggling and flashing they're supposed to. Other lures, such as jigs and plastic worms, require you to give them action, typically by twitching them or bouncing them along the bottom.

Lure Size – The bigger the lure, the bigger the fish that will hit it — and the more the smaller fish will be spooked away by it.

Lure Types

Crankbaits – This lure has a lip that makes it wiggle and dive when retrieved. The bigger the lip, the deeper it will dive. The crankbait most resembles a baitfish. If bounced off the bottom, however, it can look like a crawdad.

Spinners – A spinner has a metal blade that whirls and flashes, making it look like an injured baitfish. The Colorado spinnerbait has a big round blade that puts out a lot of vibration, good for helping fish find it in dark water. The Willow spinnerbait has a faster, thinner blade with lots of flash. The Tail spinner works best vertically. Let it flutter down, then sweep it up, and let it drop repeatedly.

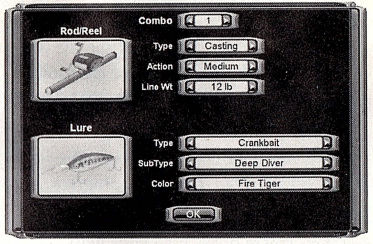
Jigs – Jigs are little more than weighted hooks, great for reaching fish on the bottom. They're typically hopped along rocks and drop-offs, imitating crayfish. Pay attention, as the fish often hits as the lure falls on a slack line.

Spoons – Spoons are dished metal blades that wobble through the water when retrieved, like a baitfish. They can be retrieved straight or jigged vertically.

Soft Baits – Soft plastic lures are the most natural in look and feel, but require you to give them their action with your retrieve. Most are rigged with sinkers to let you reach fish near bottom structure.

Topwater – Topwater lures make a commotion to attract and excite bass into striking. They're best for active bass in warmer water, and often work better early or late in the day.

CATCHING A FISH



Once you've got your tackle tuned, the next step is to hook a fish. When the fish bites, the first thing to do is set the hook. Reel up any slack line and pull back quickly on the mouse to raise the rod high. A red meter will appear to show how strong the hookset is — the more red, the better. The more solid the hookset, the less chance the fish has of throwing the lure if the line goes slack. Sometimes an aggressive fish will hook itself!

A big fish may fight hard before you can wear him down and reel him in. Keep the pressure on! Control line tension with your reel speed, drag setting and rod position, and keep an eye on the line meter. With a blue or green tension level, the fish may throw the hook. Yellow's good. Too much red, however, and you're in danger of breaking the line.

Don't let a fish take all your line (to the end of the meter). If he gets to the end, he's free.

CREATING CUSTOM ANGLERS AND TACKLE

Pro Bass Fishing 2003 lets you create custom textures for anglers, lures — even rods and reels — that you can use in the game. Using most any paint program (such as Windows® Paint), you can modify the default "template" files (.bmp files) for just about any look you can imagine. What's more, the lure colors you choose have a substantial effect on the "fish-bite" A.I. See if you can create the ultimate super-lure to dominate the tournaments!

How to Create Custom Textures

1. To edit textures, you must first find the Custom folder in your *Pro Bass Fishing 2003* directory. The Custom folder is filled with "blank" templates for most lures, both reel types, and the male and female angler. To find the Custom folder, first double-click on My Computer on your Windows® desktop. Then successively open (double-click on) C:\, the Program Files folder, the Infogrames folder, the *Pro Bass Fishing 2003* folder, and finally the Custom folder.
2. Select the template files you want to customize, and copy them into the appropriate Player folder. To do this, first select the file you want to copy from the Custom folder and then select Copy from the Edit menu or the toolbar. Open the appropriate Player folder and then select Paste from the Edit menu or the toolbar. (Player folders are numbered in the order they are created — look in the folder for the "label" file that tells you the associated sign-in name.)
3. Once you have copied the template files in the Player folder, open the file(s) you want to customize using your paint program. (You can usually double-click on a .bmp file to open it with Windows® Paint.) Start slapping that color around!
4. When you're done, save your work, close the file, and that's it! Restart the game, and your new lures and reels will be in the Tacklebox, ready to use, and your new angler ready to cast. You can return to your custom files and modify them again and again, as much as you like.

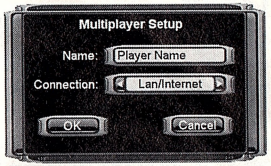
A Few Rules

1. Don't change the template's file name or extension.
2. Be sure your paint program saves the file as a Windows® bitmap (.bmp).
3. Don't change an image's overall height or width, or its color depth (keep it 24-bit).

If you do create an invalid texture, don't worry. The game will ignore it (for anglers and reels) or display it in the tacklebox with an error message (for lures) that tells you how to fix it. Too hard to fix? Just fetch a replacement template from the Custom folder and try again.

CAUTION! Deleting a player deletes all custom textures in that player's folder, along with the saved games and records. Before you do that, you can copy custom textures to a different player folder or to a backup folder first.

MULTIPLAYER



To start a Multiplayer game, select Multiplayer from the Main Menu. This displays the Multiplayer Setup Menu, where you can enter a name and a connection type.

Choose LAN/Internet to host or join a game on a local area network (LAN), or via the Internet. Choose GameSpy to join or host a game on GameSpy Arcade (see "*Pro Bass Fishing 2003* on GameSpy Arcade" on page 21).

Click on OK to continue.

Join a Multiplayer Game

The Game Selection window lists existing game sessions you can join, if any, by Game Type, Game Name, Host's name, password requirement and number of players. To join a game, select it and click on Join. **Note**: You can join a Trip after it starts, but not a Tournament.

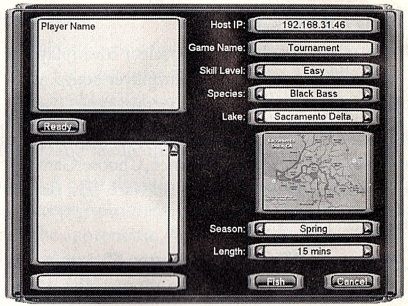
Larger LANs may be organized into more than one "subnet." To connect to a LAN game on another subnet or a game on the Internet, you will need to know the host's IP address. (The IP address is displayed in the lower right — the game's host will have to convey this information to you.)

Enter the host's IP address in the Host IP box, and then click the Search Host IP button. Once the game locates the host machine, it will display that game in the Game Selection window.

Host a Multiplayer Game

To host a game session for others to join, click on Host. As host, you are the boss. You'll select the Game Type (Trip or Tournament), and create a Game Name. You can set an optional Password other players must know to join the game. (You'll need to communicate this password to your invited players by outside email, instant messenger, or prior agreement.) You can also set a maximum number of players (up to 8). Once you click on Create, you will be taken to the Lobby screen.

Lobby



Once you Host or Join a game, you move to the Lobby screen. As players join, they are listed in the upper left. At lower left, you can enter chat messages: just type them in and press Enter to send. The right side shows the game conditions selected by the Host. Players should click on Ready when they are ready for the game to start.

As Host, select the skill level for all players, the species, the lake, the season, and the length of each tournament day. If a player you don't want in the game joins, you can select that player and click on Kick to remove them from the game. When everyone has joined and has clicked the Ready button, start the game by clicking on the Fish button.

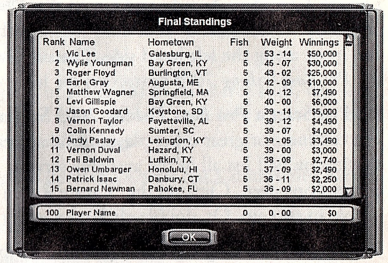
In-Game Chat

During the fishing day, you'll get a message when other anglers catch fish. To chat with other anglers, press the **Spacebar**. A chat line appears at the bottom of the screen. Type your message and press **Enter** to send it. **Note**: Fishing screen hotkeys won't work while the chat line is open.

Infogrames does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages transmitted through the use of this product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

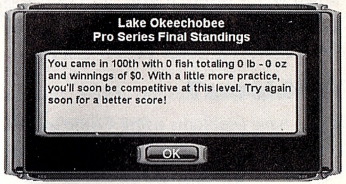
Kids, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

Standings and Next Day Check-In


Final Standings
Rank Name Hometown Fish Weight Winnings
1 Vic Lee Galesburg, IL 5 53 - 14 $50,000
2 Wylie Youngman Bay Green, KY 5 45 - 07 $20,000
3 Roger Floyd Burlington, VT 5 43 - 02 $25,000
4 Earle Gray Augusta, ME 5 42 - 09 $10,000
5 Matthew Wagner Springfield, MA 5 40 - 12 $7,490
6 Levi Gillispie Bay Green, KY 5 40 - 00 $6,000
7 Jason Goodard Keystone, SD 5 39 - 14 $5,000
8 Vernon Taylor Fayetteville, AL 5 39 - 12 $4,490
9 Colin Kennedy Sumter, SC 5 39 - 07 $4,000
10 Andy Paslay Lexington, KY 5 39 - 05 $3,490
11 Vernon Duval Hazard, KY 5 39 - 00 $3,000
12 Fell Baldwin Lufkin, TX 5 38 - 08 $2,740
13 Owen Umbarger Honolulu, HI 5 37 - 09 $2,490
14 Patrick Isaac Danbury, CT 5 36 - 11 $2,250
15 Bernard Newman Pahokee, FL 5 36 - 09 $2,000
100 Player Name 0 0 - 00 $0
OK

Last Day

Weigh-In on the last day shows the final standings and winner. As players exit past the Standings, they will return to the Game Selection screen. At Game Selection, players can Host or Join another game, or exit to the Main Menu.


Lake Okeechobee
Pro Series Final Standings
You came in 100th with 0 fish totaling 0 lb - 0 oz and winnings of $0. With a little more practice, you'll soon be competitive at this level. Try again soon for a better score!
OK

PRO BASS FISHING 2003 ON GAMESPY ARCADE

To start a multiplayer game, start *Pro Bass Fishing 2003*, and then select Multiplayer from the Main Menu. If you choose GameSpy, *Pro Bass Fishing 2003* will close, GameSpy Arcade will open, and you can launch *Pro Bass Fishing 2003* from there.

You can play *Pro Bass Fishing 2003* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Pro Bass Fishing 2003* CD and install Arcade now. Then, to play *Pro Bass Fishing 2003* online, just follow the simple instructions on the next page.

Launch GameSpy Arcade and Go to the *Pro Bass Fishing 2003* room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later. Click on the *Pro Bass Fishing 2003* button on the left to enter the *Pro Bass Fishing 2003* room.

Find or Start a *Pro Bass Fishing 2003* Server: Once you're in the *Pro Bass Fishing 2003* room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed. Click on the "Create Room" button to start your own server and wait for people to sign up. Or, double-click on a server of your choice to join in.

Joining and Starting a game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up *Pro Bass Fishing 2003*. Let the fishing begin!

Problems?

If you have problems using GameSpy Arcade, whether installing, registering, or using it in conjunction with *Pro Bass Fishing 2003*, consult the GameSpy help pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

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Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the technical support web site listed on page 23.

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Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98; Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address on the next page.

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Infogrames, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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NOTES

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